ROMSTAR
NES-AT-USA
THUNDER & LIGHTNING

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for play on the Nintendo ENTERTAINMENT SYSTEM®

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THANK YOU FOR PURCHASING THUNDER AND LIGHTNING.

Please read this instruction booklet before you begin to play. Keep this instruction booklet for future reference.

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Mr. Chin has done it again. In his never ending search for ultimate delicacies, he has raised the wrath of people better left alone. Now he has found himself in deep trouble.

Mr. Chin has disturbed the Thunderwarrior with his continuing pursuit of gourmet foods. The Thunderwarrior's voice echoed, "*There are foods better left uneaten, answers better left unknown, and places better left unseen. You shall pay the price for your mischievous antics. I will punish you with the 30 Walls of Regret. You will only have a mere stick to protect yourself as you use your weapon, the Demoe Ball, to survive. Aim your Demoe Ball to smash through the 30 Walls of Regret one by one as you encounter many enemies. If you succeed, you are free to go. However, if you fail, you will be doomed to remain forever within the Walls of Regret.*"

With the voice of the Thunderwarrior still ringing in his ears, Mr. Chin is taken away by the Thunderwarrior's guards to the place of punishment. Mr. Chin is pushed inside a dark chamber made of heavy stone. He looks around. There seems to be no means of escape. The room begins to glow, revealing liner details. A brilliant light shines as Mr. Chin looks toward the ceiling, which is hidden by a strange mist. As the mist clears, Mr. Chin defiantly holds up his only weapons, the stick and the Demoe Ball. He shoots the Demoe Ball up, vaporizing a part of the first Wall of Regret. The Demoe Ball rebounds. With quick action, Mr. Chin hits the Demoe Ball with his stick and vaporizes another part of the wall. And another. And another.

A glimmer of hope enters Mr. Chin's mind. If he keeps this up, he may escape this chamber of doom . . .

Insert the Thunder & Lightning cartridge into your Nintendo Entertainment System. Gently push down on the cartridge until it locks into place. Turn on the power.

The Title Screen will appear and display the player menu as follows:

1. PLAYER
2. PLAYER (Type A)
3. PLAYER (Type B)

A small spaceship will guide you to your selection.
Use the select button or the up/down on your joystick to move the spaceship to the desired choice. Press either "A", "B", or the "start" button to begin the game.

- Move Mr. Chin by using the arrow pad left and right.
- Release the Demon Ball by pressing the "A" button.
- Use the Demon Ball to smash the Walls of Regret.
- Hit the power-up carriers for special items.

HINT: Mr. Chin will run faster if you press the arrow pad and the "B" button simultaneously.

GAME TYPES

1 PLAYER - The One Player game is for the single player only. Each player has three lives.

2 PLAYER (Type A) - The Two Player (Type A) game is a 2 player alternating game. Each player will have separate scores and individual screens.

2 PLAYER (Type B) - The Two Player (Type B) game is a 2 player simultaneous game. Player 1 will be on the left, and player 2 will be on the right. Please note that the scores will be totalled together and that the players will die together.

THE POWER-UP CARRIERS

Flying Saucer

Submarine

Airplane

The Power-Up carriers will float across the screen during play. Hit the power carrier with the Dance Ball and it will release a power-up. You must successfully pick up the item and continue to return the Dance Ball.

SPECIAL ITEMS

GLOVE — Mr. Chin will be able to catch and hold the Demoe Ball. At your command, use the "A" button to release the Demoe Ball.

LONG — Mr. Chin's stick will become longer. This will enable you to return the Demoe Ball with ease.

1-UP — Pick this item up to get an extra life for Mr. Chin.

MISSILE — Pick up this item to gain fire power. Press the "A" button to launch the missle. Catch a second "missile" item to fire two missiles simultaneously.

BIG — The Dance Ball enlarges and blows through any type of block in its path.

SLOW — Picking up this item will slow the speed of the Dance Ball.

3-ARROW — Picking up this item will split the Demon Ball into three Demon Balls. As long as you keep one ball from falling, you will always have three Demon Balls.

6-ARROW — Picking up this item will divide the Demon Ball into six Demon Balls.

The **Sea Anemone** lives within certain rooms. If the sea anemone captures the Demoe Ball it will split into two smaller Demoe Balls. **HINT — If you pick up certain special items, you will restore the Demoe Ball back to normal size.**

The **Octopus** lives underwater inside an ancient vase. If the vase is hit by the Demoe Ball, the octopus will come out. He will try to latch onto your stick. If he succeeds, he will weigh you down causing you to move slower.

The Turtles will walk over the Wall of Regret. As they move onto the wall, the turtles transform themselves into blocks to hinder your progress. You must smash these blocks as well as the Wall of Regret with your Demon Ball.

The Bird will appear within certain Walls of Regret. If you hit the bird with the Demon Ball, it will fly out of control. The bird will smash through the walls and then fly away.

The **Thunderwarrior** will appear during the cloud scenes. If you hit the Thunderwarrior with the Demon Ball, he will release lightning bolts that will fly around him in a big circle. The lightning bolts will start spinning and destroying the Walls of Regret. If Mr. Chin is hit by the lightning bolt, he will be paralyzed for a moment.

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PLAYER SUPPORT

If you have any questions regarding your THUNDER & LIGHTNING ® Game Pak, please feel free to contact your Player Support Department at:

(213) 539-5283

Please return your Free Subscription Card to Romstar's Newsletter. In the newsletter we will update you on new games from Romstar, give hints and tips on Romstar games and run contests.

Look for other Romstar games — Coming soon from your local retailer.

CAUTION DURING USE:

1. If you play for long periods, take a 10 to 15 minute break every hour or so.
2. This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3. Do not touch the connectors or let them come into contact with water, as this can cause malfunction.
4. Do not clean the game pak with volatile solvents such as thinner, benzene or alcohol.
5. Store the game pak in its protective sleeve when not in use.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ROMSTAR 90-DAY LIMITED WARRANTY:

Romstar, Incorporated warrants to the original consumer purchaser that this Romstar game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, Romstar will repair or replace the pak, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

1. Do not return your defective game pak to the retailer.
2. Notify the Romstar Consumer Products Service Department of the problem requiring warranty service by calling (213) 539-5283. Our Consumer Products Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
3. Do not send your pak to Romstar before calling the Consumer Service Department. Any unauthorized pak returned to Romstar will not be accepted.
4. If the Romstar Service Representative is unable to solve the problem by phone, you will be provided with a Return Merchandise Authorization Number (RMA#).
5. When you are returning your pak to Romstar, please proceed as follows:
   - Obtain an RMA# from a Romstar Service Representative
   - Reference this RMA# on all correspondence, shipping documents and it must be clearly visible on the outside of the package.
   - Be sure that your packaging is at least 4 inches by 6 inches. Many shipping companies will not ship anything smaller.
   - Return your pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE. Use a shipping Company which will be able to provide a proof

of delivery in the event your return is lost in transit. Include a brief letter (referencing your RMA#) explaining the defect. You must include the following with your return:

- Full Name
- Complete Mailing Address
- Shipping Address if different than mailing address
- Day Time Phone Number
- Dated Sales Receipt or Similar Proof of Purchase
- Name and Address of the store the pak was purchased

SEND YOUR RETURN TO:

ROMSTAR, INCORPORATED
CONSUMER PRODUCTS SERVICE DEPARTMENT
DEPT. 112
22857 LOCKNESS AVENUE
TORRANCE, CA 90501

THIS WARRANTY SHALL NOT APPLY IF THE PAK HAS BEEN DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, MODIFICATIONS, TAMPERING, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP.

ROMSTAR REPAIR / SERVICE AFTER EXPIRATION OF WARRANTY:

If the pak develops a problem requiring service after the 90-day warranty period, you may contact the Romstar Consumer Products Service Department at (213) 539-5263. If the Romstar Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Romstar to repair or replace the pak and will be given a Return Merchandise Authorization Number (RMA#). Reference your RMA# on the outside packaging of the defective pak, on all correspondence, and on your shipping documents.

Return the defective merchandise FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Romstar and enclose a money order payable to ROMSTAR, INC. for the cost quoted to you. Please include the following with your return:

- RMA Number
- Full Name
- Mailing Address
- Shipping Address (if different than mailing address)
- Day Time Phone Number

If after personal inspection, the Romstar Service Representative determines the pak cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Romstar be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of the warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20102, Stock No. 004-000-00345-4.

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